

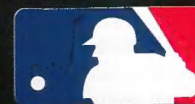
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The 2K6
Lineup!*

www.2Ksports.com



LIVE

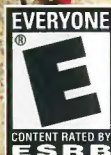
ONLINE ENABLED



MAJOR LEAGUE
BASEBALL

2K5

**WORLD SERIES
EDITION**



SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

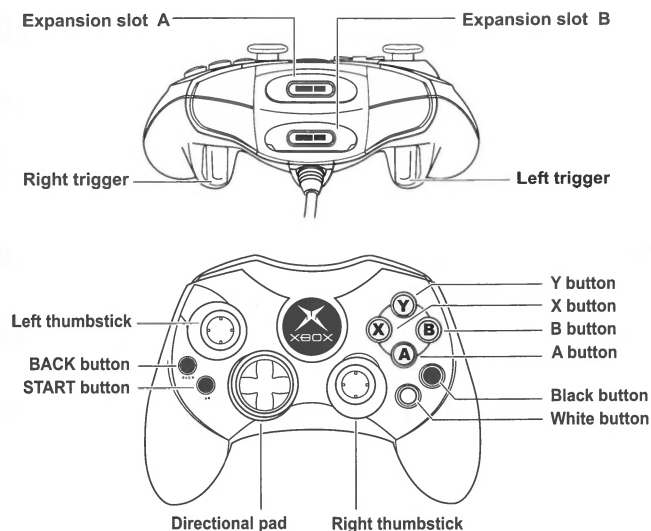
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This game is presented in Dolby Digital. Connect your Xbox to a sound system with Dolby Digital technology using a digital optical cable with an Xbox Advanced A/V Pack or Xbox High Definition A/V Pack. Select "Dolby Digital" in the Dashboard menu of the Xbox to experience the excitement of surround sound.

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USING THE XBOX CONTROLLER

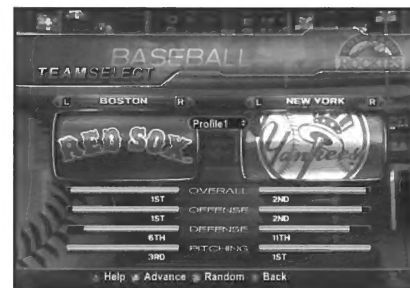


For specific in-game button functionality, see pages 6-7.

CATCH THE FEVER!

Major League Baseball® 2K5 World Series™ Edition features an all-new Pennant Fever and World Series modes, updated rosters and an exclusive MLB Greatest World Series Moments DVD!

- **Great World Series Moments** – Re-live or re-write history as you take on 10 of the greatest moments in World Series History, including the 86 Mets, the Battle of the Bay and more.
- **Pennant Fever Mode** – 2 games out or 8 games out, take your favorite MLB franchise all the way to the World Series™ during the most exciting part of the MLB season. Team records are locked in to match the real-life '05 Pennant Race!
- **Updated Rosters** – Updated team rosters let you enjoy the late season excitement in all its glory.
- **Custom MLB DVD** – Exclusive MLB produced DVD highlighting the very same World Series moments you can play in-game.
- **Top Notch Gameplay** – Including On Command Baserunning™, Online Leagues, Skybox mode and the best commentary available featuring Jon Miller and Joe Morgan.



PLAY BALL!

Play Ball lets you jump right into a game between the teams of your choice. In this mode, you have access to strategy changes and lineup matchups. You may play as the original 30 MLB teams- all you need to do is select the 2 teams and press **START** - You can choose to play with 20 unlockable Classic Teams as well as the NL and AL All-Star teams and the Cooperstown team. Simply select the Home & Away teams, choose your uniforms, player lineups, stadium and then press **START** to enter into a game.

Team Select

- Move the **right thumbstick** up or down to select a User Profile, or to highlight: No Profile, New Profile, or Load Profile.
- To play the game without a User Profile, select No Profile and press **A** or **START**.
- To create a User Profile, highlight New Profile and press **A** or **START**. Then enter a name on the Virtual Keyboard and press **START**.
- To load a User Profile on the Load screen, highlight Load Profile and press **A** or **START**.
- Pull the **left** or **right trigger** to change the team.
- Press **Y** to randomly select a team. (You can press **Y** with your controller icon in the center of the screen to randomly change both the Home and the Away Teams).
- Press **X** to view the Help Menu.
- Press **A** or **START** (with one of your profiles or No Profile selected) to confirm your team.
- Once you've confirmed your team, pull the **left** or **right trigger** to select the uniform you want your team to wear (some of the uniforms must be unlocked).
- Once you've found the right uniform, press **A** or **START** (with one of your profiles or No Profile selected) to advance to the Stadium Select screen.
- At any point, if you want to return to the previous menu, press **B**.

Load Profile (Access by highlighting Load Profile with the **right thumbstick** and pressing **A**)

Stadium Select Screen

Select the specific stadium you wish to play in on this screen.

- Pull the **left trigger** and **right trigger** to cycle between the available stadiums.
- To change game conditions move the **left thumbstick UP** or **DOWN** to select the condition category. Move the **left thumbstick LEFT** or **RIGHT** to change the condition of the highlighted category.
- Press **START** to continue to the Select Styles Screen.

Select Styles

This screen allows you to choose which play style best suits your needs.

- For pitching, choose between Classic, Effort, Crosshair, Precision and Meter Styles.
- For hitting, choose between True Aim, or Cursor styles.

Here, you can also select the general style of play for the game. Select between Arcade, Pure Baseball, and Custom.

Selecting Custom takes you to the Game Options screen.

Load Profile (Access by highlighting Load Profile with the **right thumbstick** and pressing **A**)

If you have an Xbox Memory Unit (MU) with a User Profile saved on it, and it wasn't inserted when you loaded the game, you can access the User Profile by selecting Load Profile on the Select Team screen. Highlight the User Profile that you wish to load and press **A**. You will return to the Team Select screen and the User Profile will now be available to you.

CONTROL SUMMARY

Pitching

| | |
|---------------------------------|---|
| left thumbstick | Aim Pitch |
| right thumbstick | Align Outfield / Infield |
| left trigger | Turn head towards runner |
| + left thumbstick | Change base looked at |
| right thumbstick (click) | Intentional walk |
| directional pad | Pick off runner (move in the direction of the base) |
| A | Select Pitch |
| B | Select Pitch |
| Y | Select Pitch |
| X | Select Pitch |
| Black | Select Pitch |
| White | Access Quick Key Menu |
| START | Pause Game |

Batting & Stealing

| | |
|-------------------------------|---------------------------------------|
| left thumbstick | Aim Bat Cursor |
| directional pad (up) | Signal Steal 2nd |
| directional pad (left) | Signal Steal 3rd |
| directional pad (down) | Signal Steal Home |
| left trigger | Lead Off All |
| right trigger | Shorten Lead All / Get Back All |
| A | Practice Swing / Contact Swing |
| A (tap) | Check Swing |
| B | Power Swing |
| B (tap) | Check Swing |
| Y (hold before pitch) | Sacrifice Bunt |
| Y (release) | Check Bunt |

Baserunning

| | |
|------------------------|---|
| left trigger | All Advance / Advance Individual |
| right trigger | All Retreat / Retreat Individual |
| X, Y, A, B | Select Individual Runner |
| directional pad | Advances Individual Baserunners (move in the direction of the base) |

Fielding Ball

| | |
|-------------------------|---|
| left thumbstick | Move Player |
| right trigger | Turbo Burst |
| right thumbstick | Jump / Dive / Wall Climb / Showboat |
| left trigger | Select Player |

Fielding w/ Ball

| | |
|------------------------|--------------------------------------|
| left thumbstick | Move Player |
| left trigger | Smart Throw / Cutoff Man Catch |
| right trigger | Turbo Throw |
| A | Throw to Home |
| A (hold) | Cutoff Redirect to Home |
| B | Throw to 1st |
| B (hold) | Cutoff Redirect to 1st |
| Y | Throw to 2nd |
| Y (hold) | Cutoff Redirect to 2nd |
| X | Throw to 3rd |
| X (hold) | Cutoff Redirect to 3rd |

PLAY BALL!

Matchup Screen

After the Home and Away teams have been determined, you will be brought to the Matchup screen, where Karl Ravech will preview the two starting pitchers. When examining the statistics, compare the number of Hits, Walks, and Strikeouts to Innings for a broad picture of each pitchers' capabilities.

Pitching - Selecting a Pitch

Each pitcher comes equipped with his real-life assortment of pitches. To select a pitch, press the corresponding button of the desired pitch.

Pitching - Pitch Location

After you have selected your pitch, you now have to select a location in the strike zone (outlined by the white box). Move the **left thumbstick** in any direction to aim the pitch cursor to the location where you'd like to pitch the ball. You have a limited amount of time to select your pitch location so choose wisely. After you have confirmed your pitch location, accuracy crosshairs will appear and begin to move.

Try to align the crosshairs as close as possible to accurately pitch to the selected location. The further off the crosshairs are, the farther off the target the actual pitch will be. Be sure to keep an eye on the stamina bar after each pitch. Once the meter begins dropping under the 60% mark, the pitcher's accuracy will become increasingly erratic. If it falls under 25% or so, it might be time to start warming up pitchers in the bullpen.

Pitching - Fake Target

If you want to conceal the true location of your pitch, use the Fake Target function. This works by moving the **left thumbstick** to the desired location, then pulling the **right trigger**. Once you have used the **right trigger** to select your true pitching location, move the pitch cursor to another location and select your pitch. Align the crosshairs and your ball will be pitched to the location previously selected by using the **right trigger**. This allows you to trick your opponent into looking at the wrong pitch location. Remember, even though your pitch will go to the original target, lining up the crosshairs on the fake target still affects the accuracy of the original pitch.

Coach's Tip - Don't Throw Meatballs

Although the idea of throwing a fastball with full effort straight down the plate early and often may sound pleasing, doing so will not only tire your pitchers out, but the simplicity of the strategy is easily locked on to by hitters. Therefore, always try to distribute your heaters to different locations, sometimes even outside of the strike zone, to keep a hitter's bat off-balance.

Coach's Tip - Active Bullpen Management

When you decide to relieve a pitcher, there are some important rules to remember. Always warmup your relief pitcher at least a half inning before you need him or else he'll be cold when you bring him out. Also, be sure not to keep him in the bullpen too long or he will become tired and not have full stamina when he is called to the mound.

To access the Bullpen screen:

- Press **START** before a pitch to Enter the Pause Menu.
- From the Bullpen Menu, choose Substitutions.
- From the Substitutions Menu, choose Bullpen.

Defense - Keeping an Eye on Baserunners

Good pitchers know that it's in their best interest to keep fast baserunners honest. To try a pickoff move, pull and hold the **left trigger**, and then press the button corresponding to the base you'd like to throw to. Depending on whether a base is being covered and the size of the lead, you may pickoff the baserunner.

Pull and hold the **left trigger** + press **B** - Pick off 1st base

Pull and hold the **left trigger** + press **Y** - Pick off 2nd base

Pull and hold the **left trigger** + press **X** - Pick off 3rd base

If you suspect that a baserunner is on the move during your next pitch, it might be a good time to call for a pitchout. To execute a pitchout click the **left thumbstick**.

Defense - The Hot Zone

When the batter steps up to the plate, you'll notice an on-screen overlay for the pitcher and the batter. Each of these overlays has a Strike Zone graphic. This Strike Zone is divided into nine zones; some of the zones will be in red, some will be in blue, and some will be gray.

These spots represent a batter's strengths and weaknesses in the strike zone. The color gradient, from best to worse hitting ability, is as follows: dark red, gray, and dark blue. When pitching, you'll likely want to avoid the red areas, but on the other hand, you don't want to pitch too often in the blue areas (as a hitter may lock on). You may have to pitch to red zones occasionally, but proceed with caution because pitching over a hitter's hot zone can be costly. To see a hitter's hot zone appear over the strike zone, click the **left thumbstick**.

Defense - Fielding

Once the ball is put into play, you will automatically be given control of the player that is closest to the ball and is best able to make the play. Look for the player with a name overlay under him to see who you're controlling. Move the **left thumbstick** to run toward the ball and make the play. If you need to switch fielders for any reason, press **left trigger** and you will switch to the next player that is closest to the ball. To execute a speed burst, pull and hold the **right trigger**. Note: during a speed burst, the player's boost bar will deplete causing your player to eventually slow down.

B - Throw to 1st base

Y - Throw to 2nd base

X - Throw to 3rd base

A - Throw to home plate

Remember when you throw the ball to any of the bases from the outfield, you can cutoff the throw and redirect it to the base of your liking. Press one of the aforementioned buttons to initiate a throw. Then, while the ball is in the air, pull and hold the **left trigger** to have your cutoff man catch and throw the ball to the corresponding base.

One of the most exciting plays in all of baseball is robbing a home run. If a ball looks as if it's going to clear the wall, your outfielder may have the opportunity to pull it back in. To have your player scale the wall, move the **left thumbstick** to race your outfielder back to the wall, and move the **right thumbstick** towards the wall to attempt robbing a home. Timing is everything. It's probably not a play you'll see everyday, but it IS possible. In

addition to robbing a home run, you'll also have the capability to make jumping catches or spear line drives. To do so, simply move the **right thumbstick** in the direction of the ball.

The **right thumbstick** is pressure sensitive; thus, the severity of your move is affected by the force used on the **right thumbstick**. For example, if you are trying to stop a blazing grounder from going into the outfield, quickly press down on the **right thumbstick** and you will execute a dirt eating dive. While these moves may not be as impressive as an over-the-wall home run stealing grab, at least you'll earn coach points for good hustle!

Hitting - True Aim

To control your batter's aim when at the plate, move the **left thumbstick**. As each pitch is thrown to the plate, move the **left thumbstick** in the direction where you want to swing the bat, and press either **A** (for a contact swing) or **B** (for a power swing) just as the pitch crosses the strike zone. If you swing too far underneath the ball, you're likely to hit a pop fly. Whereas, if you swing too far on top of the ball, you're likely hit a ground ball.

Aiming in Major League Baseball® 2K5 World Series Edition is pressure sensitive; therefore how hard you move the **left thumbstick** in one direction, will determine how far you swing in that direction. Note: by utilizing a contact swing, you will have a better chance to hit the ball but at the expense of the long ball. Conversely, using a power swing greatly improves your chance of hitting the ball a long way, but you have to aim with more precision in order to make solid contact.

Hitting - The Bunt

Another effective hitting technique is the bunt. To have your batter square up for a sacrifice bunt, press and hold **Y** before the pitcher begins his delivery to the plate.

After the pitch has been thrown, you will have to aim with the **left thumbstick**. To attempt a bunt, press and hold the **Y** button while aiming with the **left thumbstick**. Pull the **left trigger** and the **right trigger**, in conjunction with the **left thumbstick**, to control the direction of the bunt. If you do not feel that the pitch is right for a bunt, release the **Y** button before the pitch crosses the plate.

Coach's Tip - Broken Bats

Just like a Major League Baseball® batter, you can break a bat if you swing at a fast inside pitch. Upon striking the ball, your bat will shatter and you'll hit a dribbler that's easy to field. Consider yourself warned and be careful not to get jammed by a pitch!

Offense - Baserunning

Getting a grasp on the basics of baserunning is essential if you hope to have any success in Major League Baseball® 2K5 World Series Edition. This year, you can take full control of the baserunners using the BaseBurner control scheme.

The basic controls of baserunning are straightforward: to advance all runners, pull the **left trigger**; to retreat all runners, pull the **right trigger**. To retreat all runners, pull the **right trigger**. Pressing the left trigger will cause all runners to attempt to reach the next base. Some situations however, will require you to advance an individual baserunner. For example, if there is a base hit to right field with a man on first, the runner on first might be able to make it to third but the hitter will not be able to make it to second. In this scenario, you will need to select a specific runner (first baserunner) to advance. Each runner on base will have a base-specific window displaying the runner in the basepath and a button icon that corresponds to that specific runner.

If you want to advance a specific runner press the button that corresponds to him, and then pull the **left trigger** to make him advance. A number will appear in the window that corresponds to the base he is queued to advance. Pull the **left trigger** multiple times to queue additional bases that the baserunner will attempt to take. If you need him to retreat for any reason, select the baserunner using his corresponding button and pull the **right trigger**. This will both lower the amount of bases the runner will try for and allow the runner to retreat. If you are trying to retreat the runner, always make sure you pull the **right trigger** enough times to remove any queued bases.

While you are at bat, you can order your baserunners to increase their base leads in an effort to get a head start on stealing bases. You can only move baserunners back and forth while the pitcher has possession of the ball, but beware of pickoffs. From the default lead position, you'll have the ability to extend the runner's lead by one or two extra steps. To do so, pull the **left trigger** once for each extra step you'd like the runners to take. Pull the **right trigger** to move the runners back a step. Before the pitch, each baserunner will automatically be positioned to a default lead distance. While in this position, your runner is considered to be a safe distance from the bag, meaning he'll automatically return to the bag safely should the pitcher make a pickoff throw.

However, once you start extending a runner's lead, he will be in danger of possibly being picked off. If the pitcher spins around and throws back to the base, you'll need to pull the **right trigger** quickly get your baserunner back in time. From one extra step away, you have a little cushion with regard to your reaction time, but if you push your lead to two steps, you will need to be lightning quick if you want to get back in time to avoid the pickoff attempt.

By default, Auto-Round Bases mode is set to On; therefore, when appropriate, your baserunners will turn the corner on a base, but will not advance to the next base. With Auto-Round Bases mode set to On, the baserunners are in no danger of being thrown out. However, if you would like to extend your lead off of the base, you will have to manually input the advance commands.

Offense - Stealing

By pitting your fastest baserunner against a mediocre catcher, stealing a base is a quick way to put yourself into scoring position. Other times, you want to steal against your friend for taunting rights. In either event, the basic base stealing commands are straightforward. When you have a baserunner on any base, prior to the pitch, press the **directional pad** in the direction of the base you would like to steal.

directional pad UP - Queue steal of 2nd base

directional pad LEFT - Queue steal of 3rd base

directional pad DOWN - Queue steal of Home base

Pulling the **right trigger** will retreat the runner to his previous base as normal.

Offense - BaseBurner

Imagine being in the baserunner's shoes as he peers nervously at the pitcher while inching up the baseline, trying to gain as much ground as possible before he takes off to steal a base. In Major League Baseball® 2K5 World Series Edition, you can BE the baserunner and take complete control of this action in BaseBurner mode.

To enter BaseBurner Mode, while there is a man on base, move the **right thumbstick** in the direction of the runner you want to take control of.

right thumbstick RIGHT - 1st baserunner

right thumbstick UP - 2nd baserunner

right thumbstick LEFT - 3rd baserunner

Once you have a runner selected you will control that runner for the duration of the play. The control scheme is as follows:

right trigger - Steal

left trigger - Get back

left thumbstick - Adjust leadoff

right thumbstick - Select runner

Defense - Advanced Gameplay

A key component of great management is knowing where to position your fielders on any given play. As a batter stands at the plate, you can adjust your defensive setup by moving the **right thumbstick**. Move it **LEFT** or **RIGHT** to cycle through the available infield positions, and move it **UP** or **DOWN** to cycle through the various outfield positions. Here's a list of the different defensive shifts that are available.

Infield

Normal: The default infield position. Normal is a balanced setup, good for many scenarios, but never the optimal choice if you can tip the odds in your favor.

Fielders In: Your fielders will shift closer to home plate. Use this formation when you want to cut down a runner at the plate.

Fielders Back: Your fielders will play deep to guard against hard hit grounders.

Fielders Left: Shift your fielders to cut down the batting average of pull-hitting righties.

Fielders Right: Shift your fielders to cut down the batting average of pull-hitting lefties.

Double Play: The shortstop and second baseman cheat toward the middle so they'll be in better position to turn two.

Guard Lines: Your first and third baseman hug the foul lines.

Guard Bunt: Your first and third baseman are brought a few steps closer to guard against the bunt.

Outfield

Normal: The default outfield position. Like the default infield setup, good for many scenarios, but you'll want to cater your defense to a batter's offensive tendencies.

Shallow: Bring your outfielders in against a poor hitter, or give them a better shot at a play at the plate in the late innings of a game.

Deep: Against big hitters, like Sammy Sosa, use this formation.

Left: Swing your outfielders to the left.

Right: Swing your outfielders to the right.

Deep Left: Position your outfielders deep and to the left.

Deep Right: Position your outfielders deep and to the right.

Shallow Left: Pull your outfielders in and to the left.

Shallow Right: Pull your outfielders in and to the right.

Coach's Tip - Team Momentum & Confidence

Depending on a player's or his team's in-game performance, his confidence will increase or decrease, which in turn will affect his ratings. High amounts will give you a slight edge when you need it most - harder hitting, faster throws, biting curves, etc. Confidence will slightly carry over between game modes (GM, Career or Franchise).

The Quick Key Menu

There are many off the field facets of the game that are also readily available. The Quick Key menu gives you access to these functions. Before selecting a pitch, press the **White** button to access game functions such as the Bullpen and Substitution Menus. The following is a list of Quick Key Menu options available and their corresponding buttons:

left trigger - Lineups: Adjust your team's fielding and batting lineup.

right trigger - Pitcher Status: Displays both team's current pitchers, number of pitches, bullpen status, and relevant statistics.

X - Challenges: Opens up the Challenges screen.

Y - Confidence: Displays the confidence level for all players on both teams.

A - Substitutions: Sub out a player on your lineup.

B - Back: Cancels Quick Key menu and returns you to the action.

Black button - Mound Visit: Have a talk with the pitcher to slightly increase his confidence.

White button - Bullpen: Warm up new pitchers to take the mound.

TAKE MAJOR LEAGUE BASEBALL® 2K5 WORLD SERIES EDITION BEYOND THE BOX

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox Live®, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live® service. To determine if Xbox Live® is available in your region and for information about connecting to Xbox Live®, see www.xbox.com/connect.

ONLINE SIGN IN To create a user account:

- Highlight **ONLINE SIGN IN** and press **A**. You will be taken to the Xbox Dashboard.
- Follow Xbox Live® Instructions to create a new account.

To use an existing user account:

- Move **LEFT** or **RIGHT** on the **left thumbstick** to highlight the desired user account name.
- Press **A**.
- If the account has a Passcode, enter it.

To join as a guest:

- After the account holder has selected his account, highlight **PLAY AS GUEST** and press **A**.

To advance, press **START**.

XBOX LIVE® MENU

Quick Match

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, you will automatically challenge another user to a game. If they accept the challenge, the Team Select screen will appear.

OptiMatch

The OptiMatch screen allows you to define what type of game you want to play.

- Press **A** or **Y** to cycle forward or backward through the game types.
- Press **LEFT** or **RIGHT** to find the available matches under that Game Type. The Match List screen should appear.

Online Gamefinder

The Online Gamfinder screen is where you challenge other players to an Online Game.

To challenge another user to a game:

- Highlight another user's match and press **A**.
- If the other user accepts, you will advance to the Team Select screen. If you and your opponent both have an Xbox Communicator headset, The Headset Icon will appear on the screen; you will now be able to use voice chat to communicate with one another.

If another user challenges you to a game you've created:

- To accept the challenge, press **Y**. The challengers name will highlight.
- To accept the challenge, Press **A** when a challenger's name is highlighted.

To ask someone to be your friend:

- Play a game against them, select Online Desk, Players/Friends, scroll to Players, highlight the player's name and press **A**.
- Select Invite **To Be Your Friend** and press **A**.
- or -
- Go to the Xbox Dashboard; select Xbox Live; select Account Management;

select your account; select Friends; highlight Add Friend and type in their name.

Create Match

Use this screen to create a game with the options you desire. Press **LEFT** or **RIGHT** on the **left thumbstick** to move forward or backward through the options.

- Game Type: Pick the game type you wish to play.

Leagues

Want to play a tournament or an entire season?

Online Desk

The Online Desk contains several features that allow you to see and send Major League Baseball® 2K5 World Series Edition information as well as adjust your own game types and options.

Players / Friends

Players / Friends allows you to add preferred opponents to a list for future games of Major League Baseball® 2K5 World Series Edition. All management of your friends list can be found here.

Major League Baseball® 2K5 World Series Edition Messaging

Send and receive emails from your friends as well as receive league notifications.

Online Options

The options menu contains personal settings for while you are on Xbox Live®.

Leader Boards

The Online Leader Board screen displays the online player rankings for each mode except Unranked games.

Latest News

The Latest News screen gives you all the latest news pertaining to Major League Baseball® 2K5 World Series Edition Online.

Sign Out

Select Sign Out to log off of the Xbox Live® network and return to the Main Menu.

Note: If you frequently experience difficulty joining a Major League Baseball® 2K5 World Series Edition online game and are using an Internet sharing device (e.g. broadband router or firewall) you may need to enable Port Forwarding (sometimes called Virtual Server) on the device. Please refer to the manual that came with your Internet sharing device for specific setup instructions. You will need to forward UDP port 3074 to the IP address assigned to your Xbox console. This may require changing Your Network Configuration file from an "Auto" IP address (DHCP) to a "Manual" IP address. Major League Baseball® 2K5 World Series Edition includes a Network Configuration GUI for setting up and modifying these files. If you continue to experience difficulty joining online games, try bypassing your Internet sharing device by connecting your Xbox console directly to your DSL, modem, or cable modem. In this case, you may need to create a new Your Network Configuration file before your Xbox console will connect to the Internet.

2K Sports reserves the right to discontinue online service for this title with 30 days notice.

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